

**IN THE CLAIMS:**

1. (Currently Amended) A method in an application server for playing a messaging prompt of a called party to a calling party, the method comprising:

receiving calling party number information specifying a calling party;

accessing stored calling party number information from an Internet Protocol (IP) based database server configured for storing calling party number information;

comparing the received calling party number information to the stored calling party number information to determine if there is a match between the received calling party number information and the stored calling party number information; and

based on a determined match of the stored calling party number information identifying the calling party as a matched calling party, retrieving a personalized, non generic voice message having a recorded voice of the called party corresponding to the matched, stored calling party number information, for playback as the messaging prompt to the matched calling party.

2. (Original) The method of claim 1, wherein the received and stored calling party number information each includes at least a portion of a telephone number of the calling party.

3. (Previously Presented) The method of claim 1, wherein the accessing step includes accessing the IP-based database server according to lightweight directory access protocol.

4. (Previously Presented) The method of claim 1, wherein the retrieving step includes accessing the personalized voice message stored in the IP-based database server according to lightweight directory access protocol.

5. (Original) The method of claim 1, wherein the retrieving step includes retrieving the stored personalized voice message from the IP based database server.

6. (Original) The method of claim 1, wherein the step of receiving calling party number information includes receiving an HTTP request from the calling party, the HTTP request containing the calling party number information.

7. (Original) The method of claim 6, further including generating an HTML page having XML tags for specifying playing of the personalized voice message.

8. (Original) The method of claim 7, wherein the step of generating the HTML page includes inserting a first media tag including a .wav file and a second media tag configured for controlling playing of the .wav file.

9. (Original) The method of claim 1, further including corresponding a flag to certain of the stored calling party number information, the flag indicating a calling feature defined by a called party for use by the calling party.

10. (Original) The method of claim 9, wherein the calling feature defines one of a paging operation and a single number reach operation.

11. (Original) The method of claim 1, further including receiving a dialed number identification string (DNIS), and wherein the accessing step includes accessing a subscribers' profile based on the DNIS, the subscriber's profile including the stored calling party number information and the corresponding personalized voice message.

12. (Currently Amended) A messaging system for playing a messaging prompt of a called party to a calling party in response to a request for execution of a messaging operation, the request containing calling party number information, the messaging system including:

an application runtime environment configured for retrieving, for playback as the messaging prompt to the calling party, a personalized, non generic voice message having a recorded voice of the called party based on a match of the received calling party number information with calling party number information stored in an Internet

Protocol (IP) based database server, the match identifying a matched calling party, the personalized voice message corresponding to the matched, stored calling number information of the matched calling party.

13. (Original) The system of claim 12, wherein the application runtime environment is configured to access a subscribers' profile based on a dialed number identification string (DNIS), the subscriber's profile including the stored calling party number information and the corresponding personalized voice message.

14. (Previously Presented) The system of claim 12, wherein the application runtime environment is configured to access the IP-based database server according to protocol.

15. (Original) The system of claim 12, wherein the received and stored calling party number information each includes at least a portion of a telephone number of the calling party.

16. (Original) The system of claim 12, wherein the application runtime environment is configured to dynamically generate in response to the request, a hypertext markup language (HTML) document having XML tags specifying playing of the personalized voice message.

17. (Original) The system of claim 16, wherein the application runtime environment is configured to generate the HTML page including inserting a first media tag including a .wav file and a second media tag configured for controlling playing of the .wav file.

18. (Currently Amended) A computer readable medium having stored thereon sequences of instructions for an application server to perform playing a messaging prompt of a called party to a calling party, the sequence of instructions including instructions for performing the steps of:

receiving calling party number information specifying a calling party;

accessing stored calling party number information from an Internet Protocol (IP) based database server configured for storing calling party number information;

comparing the received calling party number information to the stored calling party number information to determine if there is a match between the received calling party number information and the stored calling party number information; and

based on a determined match of the stored calling party number information identifying the calling party as a matched calling party, retrieving a personalized, non generic voice message having a recorded voice of the called party corresponding to the matched, stored calling party number information, for playback as the messaging prompt to the matched calling party.

19. (Original) The medium of claim 18, wherein the received and stored calling party number information each includes at least a portion of a telephone number of the calling party.

20. (Previously Presented) The medium of claim 18, wherein the accessing step includes accessing the IP-based database server according to lightweight directory access protocol.

21. (Previously Presented) The medium of claim 18, wherein the retrieving step includes accessing the personalized voice message stored in the IP-based database server according to lightweight directory access protocol.

22. (Original) The medium of claim 18, wherein the retrieving step includes retrieving the stored personalized voice message from the IP based database server.

23. (Original) The medium of claim 18, wherein the step of receiving calling party number information includes receiving an HTTP request from the calling party, the HTTP request containing the calling party number information.

24. (Original) The medium of claim 23, further including generating an HTML page having XML tags for specifying playing of the personalized voice message.

25. (Original) The medium of claim 24, wherein the step of generating the HTML page includes inserting a first media tag including a .wav file and a second media tag configured for controlling playing of the .wav file.

26. (Original) The medium of claim 18, further including corresponding a flag to certain of the stored calling party number information, the flag indicating a calling feature defined by a called party for use by the calling party.

27. (Original) The medium of claim 26, wherein the calling feature defines one of a paging operation and a single number reach operation.

28. (Original) The method of claim 18, further including receiving a dialed number identification string (DNIS), and wherein the accessing step includes accessing a subscriber's profile based on the DNIS, the subscriber's profile including the stored calling party number information and the corresponding personalized voice message.

29. (Currently Amended) A messaging system for playing a messaging prompt of a called party to a calling party in response to a request for execution of a messaging

operation, the request containing calling party number information, the messaging system including:

means for storing a personalized, non generic voice message having a recorded voice of the called party, and

means for retrieving, for playback as the messaging prompt to the calling party, the personalized voice message based on a match of the received calling party number information with calling party number information stored in an Internet Protocol (IP) based database server, the match identifying a matched calling party, the personalized voice message corresponding to the matched, stored calling number information of the matched calling party.

30. (Previously Presented) The system of claim 29, wherein the retrieving means is configured to access the IP-based database server according to lightweight directory access protocol.

31. (Original) The system of claim 29, wherein the received and stored calling party number information each includes at least a portion of a telephone number of the calling party.

32. (Original) The system of claim 29, wherein the retrieving means is configured to dynamically generate in response to the request, a hypertext markup



language (HTML) document having XML tags specifying playing of the personalized voice message.

33. (Original) The system of claim 32, wherein the retrieving means is configured to generate the HTML page including inserting a first media tag including a .wav file and a second media tag configured for controlling playing of the .wav file.

34. (Original) The system of claim 29, wherein the retrieving means is configured to access a subscribers' profile based on a dialed number identification string (DNIS), the subscriber's profile including the stored calling party number information and the corresponding personalized voice message.

35. (New) The method of claim 1, wherein the personalized voice message contains information specifically for matched calling party.

36. (New) The system of claim 12, wherein the personalized voice message contains information specifically for matched calling party.

37. (New) The computer readable medium of claim 18, wherein the personalized voice message contains information specifically for matched calling party.

38. (New) The messaging system of claim 29, wherein the personalized voice message contains information specifically for matched calling party.